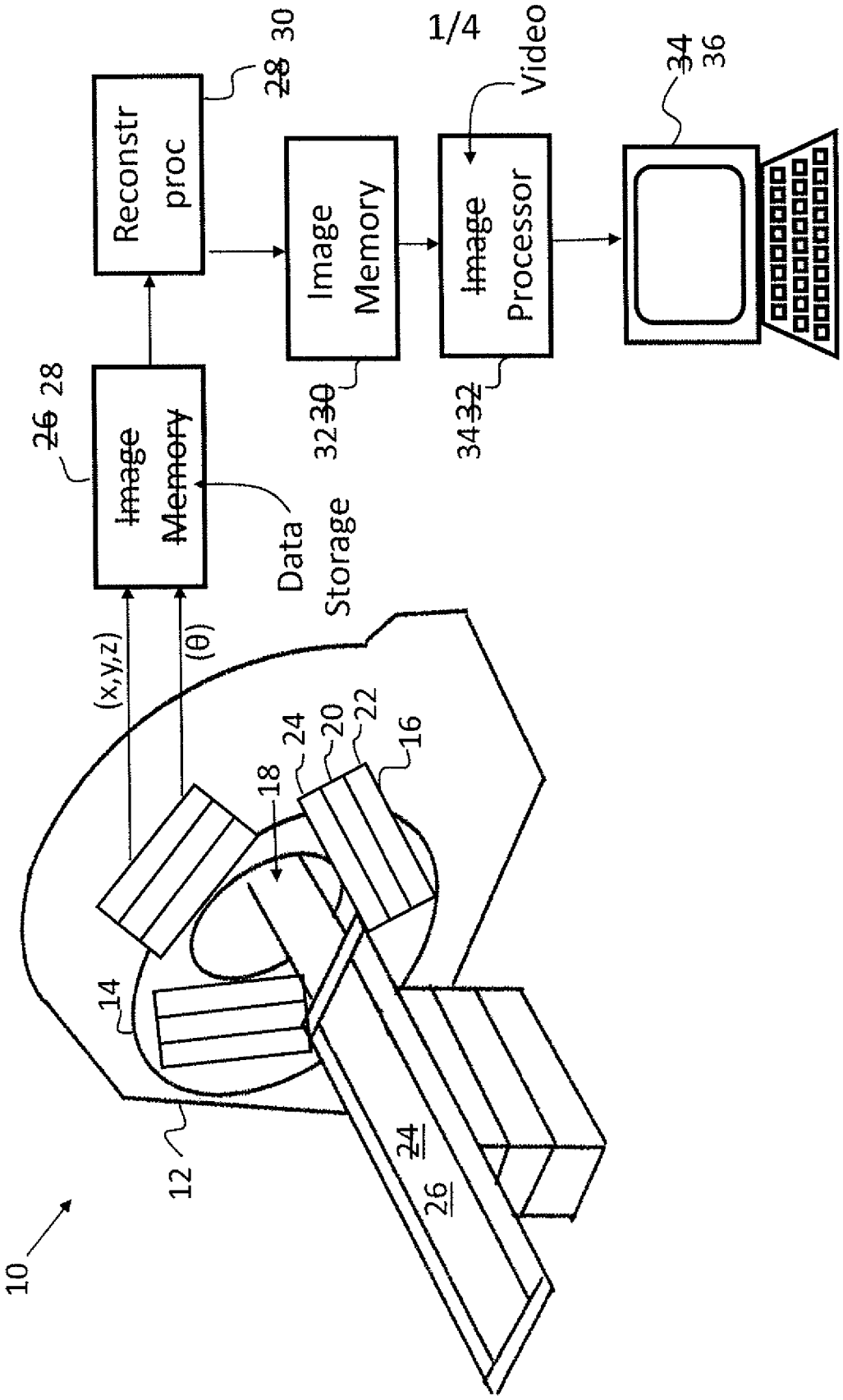
1/4
Reconstr proc
28 30
Image Memory
Video
34 36
Image Processor
26 28
Image Memory
32 30
34 32
Data Storage
(x,y,z)
(θ)
10
12
14
16
18
20
22
24
24
26

FIG 1